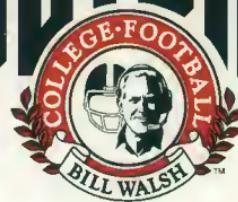


SEGA

EA SPORTS™
PRESENTS



BILL WALSH
COLLEGE
FOOTBALL



FROM THE
DESIGNERS OF
MADDEN
FOOTBALL
NOT SPONSORED
OR ENDORSED
BY ANY TEAM
OR SCHOOL

BY HIGH SCORE PRODUCTIONS

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM



Rated by V.R.C.

GA
Appropriate for
all audiences

General Audiences

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A VERY SMALL PERCENTAGE OF INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES WHEN EXPOSED TO CERTAIN LIGHT PATTERNS OR FLASHING LIGHTS. EXPOSURE TO CERTAIN PATTERNS OR BACKGROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING VIDEO GAMES MAY INDUCE AN EPILEPTIC SEIZURE IN THESE INDIVIDUALS.

CERTAIN CONDITIONS MAY INDUCE PREVIOUSLY UNDETECTED EPILEPTIC SYMPTOMS EVEN IN PERSONS WHO HAVE NO HISTORY OF PRIOR SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A VIDEO GAME — DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, ANY INVOLUNTARY MOVEMENT, OR CONVULSIONS — IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

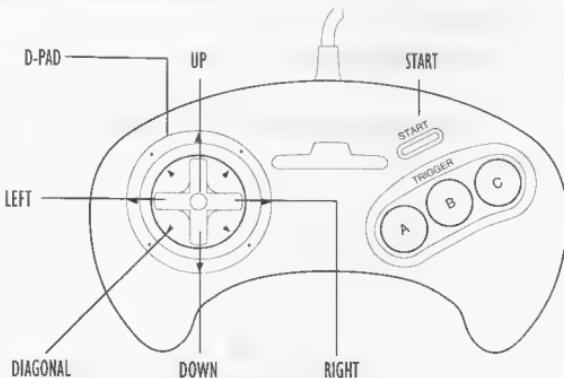
HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively in the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occassional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



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- Press **START**

PAUSING THE GAME

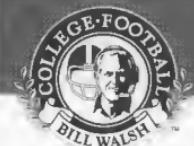
- Kick the ball:
 - 1) **C** to set the kicker in motion
 - 2) **C** when orange bar reaches top of meter to kick ball.
- Aim the ball: **D-Pad (LEFT/RIGHT)** while vertical kicking meter is in motion.
- Move the kicking team to onside formation left before the kick:
 - 1) **A** to call an audible
 - 2) **A** to position team to left
- Move the kicking team to onside formation right:
 - 1) **A** to call an audible
 - 2) **C** to position team to right
- Move the kicking team back to its original formation:
 - 1) **A** to call an audible
 - 2) **B** to position team

KICKING

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- **D-Pad (UP/DOWN/LEFT/RIGHT):** Take control of ball carrier.
- Set the Receiving team in onside kick formation:

RECEIVING A KICK



QUICKSTART

- 1) **A** to call an audible.
- 2) **A** or **C** to defend onside kicks.

(To return to standard formation: **A** to call an audible, then **B**.)

BEFORE THE SNAP

OFFENSE

- Snap the ball: **C**
- Call fake snap signal: **B**
- Call an audible (a different play at the line of scrimmage):
 - 1) **A** The audible indicator appears on the screen
 - 2) **A**, **B** or **C** to select designated plays. (See Set Audibles on p. 14.)

NOTE

The ball must be snapped before the 25-second Play Clock reaches zero or the offense will be penalized five yards.

DEFENSE

- Control a different player: **B**
- Fire off the line: **C**
- Call an audible:
 - 1) **A** The audible indicator appears on the screen.
 - 2) **A**, **B** or **C** to select designated plays.

No-HUDDLE OFFENSE

- Call a play in the no-huddle offense: Hold **C** after the whistle is blown. Your team runs the play you ran the previous down unless you call an audible.
- Run the “QB Stop Clock” play:
- 1) Hold **A** after the whistle is blown.
- 2) Press **C** to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don’t take control of the QB by touching the D-Pad.

OFFENSE

Running

- Quarterback hands off or laterals the ball on option plays: **C**
- Dive: **A**
- "Explode" forward: (tap) **B**
- Spin: (hold) **B**
- Hurdle: **C**
- Change directions: **D-Pad**
(LEFT/RIGHT/UP/DOWN)

Passing

- Call up Passing Windows: **C**
- Pass to the player in window A: **A**
- Pass to the player in window B: **B**
- Pass to the player in window C: **C**

Receiving

- Dive for the ball: **A**
- Activate the receiver closest to the ball: **B**
- Jump and raise hands: **C**

Punting

- See *Kicking* above.

DEFENSE

- Dive at ball carrier: **A**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or intercept a pass: **C**

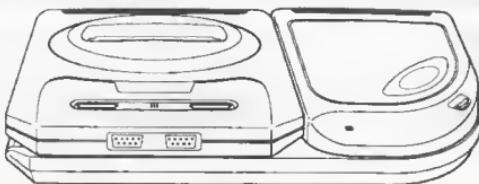
- Rewind: **A**
- Run the tape (slow motion): (hold) **B**
- Run the tape (frame by frame): (tap) **B**
- Run the tape (normal speed): **C**
- Move the cursor that isolates the camera on one player or on one specific point on the field: **D-Pad** (UP/DOWN/LEFT/RIGHT)

AFTER THE SNAP

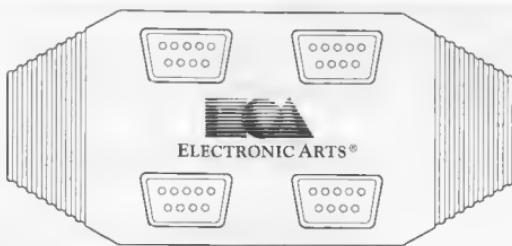
DURING INSTANT REPLAY



STARTING THE GAME



1. Turn ON the power switch on your Sega™ Genesis™.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Open the disc tray and place the disc inside.
4. Press **START** to advance to the Game Set-Up screen.



Too many friends, not enough controllers? EA Sports has solved your problem with the all new 4-Way Play four-player controller.

Simply plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go.

**N
O
T
E**

Six-button controller users who are using the 4-Way Play must play in three-button mode.

- To configure your controller to three-button mode:
 - 1) Turn off the Genesis.
 - 2) Hold the "Mode" button on every six-button controller that will be used while you turn the Genesis on.

Your six-button controllers are now configured in three-button mode.

The new 4-Way Play lets up to four people butt heads in *Bill Walsh College Football*. You can play 3-on-1, 2-on-2, or 4-against-the-Genesis. The adapter features an auto detect device, so all you have to do is plug it into the Genesis and you're ready to go!

When you use the 4-Way Play, the Team Select screen



4-WAY PLAY™

appears with four controllers, each a different color. Just toggle the controllers to the appropriate teams (Remember your color!), then press **START**.

When you're on the field, the following holds true:

- On offense, one person is always the quarterback. He calls the plays, too. Other people can toggle left/right to take control of any player but the quarterback.
- On defense, the same person who calls the offensive plays calls the defensive plays. Anyone can toggle left/right to take control of any player.
- On both offense and defense, the person who presses **B** first takes control of the player closest to the ball. The person who presses **B** second takes control of the player who is second closest to the ball, and so on.

**N
O
T
E**

When playing in **PLAYOFF** mode, you must have your controller plugged into port #1 (upper left).



The Options Menu lets you view the Bill Walsh Video Series on College Football, or you can go straight to the Game Setup Menu.

- To Go to the Game Setup screen: Press **START** or **C** (making sure the arrow is pointing to START GAME).
- To View the Bill Walsh Video Series: D-Pad **DOWN** to WALSH VIDEO and press **START** or **C**. The Video Series screen appears.
- To Select a topic: D-Pad **UP/DOWN** to highlight the topic of your choice, then press **C**. A list of subtopics appears. Choose a subtopic the same way.

Press **START** or **B** to return to the previous menu.



GAME OPTIONS



Use the Game Set-Up screen to customize your contest.

- To Cycle through options: **D-Pad** (UP/DOWN).
- To Cycle through choices for the selected option: **D-Pad** (LEFT/RIGHT).

When you've set up the game to your liking, press **START**.

(Defaults in **Bold** type)

PLAY MODE

EXHIBITION: Play a non-tournament game against the Genesis or a friend.

PLAYOFFS: Enter a sixteen-team tournament featuring the top ranked teams.

To learn more about the playoff tournament, turn to ENTERING THE COLLEGE PLAYOFF CHAMPIONSHIP on page 37.

ALL-TIME PLAYOFFS: Enter a sixteen-team tournament including the national champions from the '70's, '80's, and '90's.

CONTINUE PLAYOFFS: Resume a tournament in progress at the next scheduled game. (You must have already won a tournament game to select this mode.)

NOTE: All playoffs are one-player mode only. It's you against the Genesis.

HOME TEAM

Select the team playing for the home crowd. Either player 1 or player 2 can control the home team.

VISITOR TEAM

Select the visiting team. Either player 1 or player 2 can control the visiting team.

GAME LENGTH

20 MINUTES (5-minute quarters)

40 MINUTES (10-minute quarters)

60 MINUTES (15-minute quarters)

WEATHER

Weather conditions can affect a game's outcome.

FAIR

WINDY

RAIN

SNOW



PLAYING AN EXHIBITION GAME

After selecting from the *Game Set-Up* screen, press **START**.

The *Select Team* screen appears.



D-Pad (LEFT/RIGHT) to toggle controller "1" under the team of your choice.

If you're playing against a friend, have your friend **D-Pad (LEFT/RIGHT)** to move controller "2" under the team of his choice.

If you and a friend are playing on the same team, have your friend **D-Pad (LEFT/RIGHT)** to move controller "2" under your team.

If you're playing with the 4-Way Play, toggle each controller under the team(s) of each player's choice. Leave any remaining controller icons in the neutral position (in the middle, neither under the home nor visiting teams).

Press **START** to move to the EA Sports Pregame Show.

THE EA SPORTS PREGAME SHOW

EA
SPORTS
ELECTRONIC ARTS



Welcome to the EA Sports Pregame extravaganza. Ron Barr comes to you live from the press box to set the stage for the upcoming contest.

But the pregame show is more than just entertainment. It's where you do your pregame planning.

Select "Start Game" when you're ready to play.

- 1) **D-Pad UP/DOWN** to highlight *Start Game*.
- 2) Press **C**.

**START
GAME**

The Coin Toss screen appears. (To learn more about the coin toss, see The Coin Toss on page 19.)

Coach and color commentator Bill Walsh provides an inside look at the strengths and weaknesses of the teams.

**THE
WALSH
REPORT**

- 1) **D-Pad DOWN** to highlight *Walsh Report*.
- 2) Press **C**.

The Walsh Report screen appears.

Press **START** to return to the previous screen.



THE EA SPORTS PREGAME SHOW

TEAM MATCHUPS		
MIAMI		ALABAMA
80	Quarterback	61
50	Running Backs	72
87	Wide Receivers	68
70	Offensive Line	78
73	Defensive Line	76
88	Linebackers	100
85	Secondary	93
62	Kicker	83
83	Punt	72

TEAM MATCHUPS

The Team Matchups screen lets you compare the strengths and weaknesses via Bill Walsh's numerical rating system.

- 1) **D-Pad DOWN** to highlight *Team Matchups*.
- 2) Press **C**.

The higher the numerical rating, the better the team is at that particular position.

NOTE

You can only view the Team Matchups during the pre-game and halftime and post-game reports.

Press **START** to return to the previous screen.

SET AUDIBLES

Each team has the same preset audibles, but you can reprogram three offensive audibles and three defensive audibles before the game (from the Pregame screen) or during the game (from the Pause screen).

The preset audibles are

THE EA SPORTS PREGAME SHOW



Offense-**A**: Pro Set formation, Fullback Counter

Offense-**B**: Pro Set formation, Cross Pass

Offense-**C**: Shot Gun formation, Hail Mary

Defense-**A**: 4-3 formation, Cheat Right

Defense-**B**: 4-3 formation, Jet Blitz

Defense-**C**: 4-3 formation, Man Right

To learn more about calling audibles, turn to *Calling an Audible* on page 25.

- To Set audibles (from the Pregame screen or the Pause screen):

- 1) **D-Pad DOWN** to Set Audibles.
- 2) Press **C**.

The Set Audible screen appears.



- 4) **D-Pad DOWN** to highlight the audible you want to change.

- 5) Press **C**.

The Play Select screen appears.

- 6) **D-Pad (UP/DOWN/LEFT/RIGHT)** to highlight a play and press **A**, **B** or **C** to select a play. If you are playing



THE EA SPORTS PREGAME SHOW

in Bluff mode (see *Play Call Mode* below), press **C** to select a play.

Press **START** or select **EXIT** to return to the previous menu.

SCOREBOARD Ron Barr and the entire EA Sports team keeps you up to date on the day's scores. Check in now and then to see who's winning!

- To View the scoreboard from the Pregame screen or the Pause screen:

- 1) **D-Pad DOWN** to *Scoreboard*.
- 2) Press **C**.

Press **START** to return to the previous screen.

**PLAY CALL
MODE**

Bill Walsh College Football features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

To learn more about how to call a play, turn to Calling a Play on page 23.

- To Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:

- 1) **D-Pad (DOWN)** to *Play Call Mode*.
- 2) Press **C**. The Play Call Selection screen appears.



- 3) **D-Pad (UP/DOWN)** to highlight the option of your choice.
- 4) Press **C**. Your selection is made, and you return to the previous screen.

NOTE

Direct Mode is the default mode.

In both *Auto Catch Mode* or *Manual Catch Mode* the spot where the pass has been aimed is highlighted with a target.

PASS CATCH MODE

In *Auto Catch Mode*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Manual Catch Mode* you don't assume control of the intended receiver until the passed ball reaches its apex. Then you must use the D-Pad to guide the receiver to the target.



THE EA SPORTS PREGAME SHOW



- To Select Pass Catch Mode from the Pregame screen or the Pause screen:

- 1) D-Pad DOWN to Pass Catch Mode.
- 2) Press **C**.
- 3) D-Pad (UP/DOWN) to select Automatic or Manual.
- 4) Press **C**. Your selection is made, and you return to the previous screen.

(Remember, when you take control of the quarterback, you must first press **C** to bring up the passing windows, then you must press **A**, **B**, or **C** to pass the ball to the appropriate receiver.

NOTE

Auto Catch Mode is the default mode.

QUIT GAME

Quit the game you're playing and return to the Options screen. The options you set up last time are still active.

RESET SYSTEM

Quit the game you're playing and return to the Title screen. When you advance to the Options screen, all default options are active.

THE COIN TOSS

EA
SPORTS
ELECTRONIC ARTS

When you're ready to play, **D-Pad (UP/DOWN)** to highlight *Start Game*, then press **C**.

The coin toss screen appears.



The visiting team makes the call. If your team is the visitor, you make the call.

- To Call heads or tails: **D-Pad (UP/DOWN)** to move the arrow to the call of your choice.

**N
O
T
E**

You must make the call while the coin is in the air.

If you win the toss, you can kick, receive or choose which end of the field to defend.



THE COIN TOSS



- To Choose: **D-Pad** (UP/DOWN) to highlight the option of your choice, then press **C**.

If you lose the toss you must choose the remaining options.

If your opponent chooses to kick or receive, you must choose a goal to defend. When you D-Pad to toggle from goal to goal, stripes appear in the end zone of the goal you will defend if you press **START** at that time.

- To pause the game without calling an official Timeout:
Press **START**.

PAUSING THE GAME

The Pause screen appears.

From the Pause screen you can access several game options. Turn to The Pause Screen on page 31 for a full description of these options.

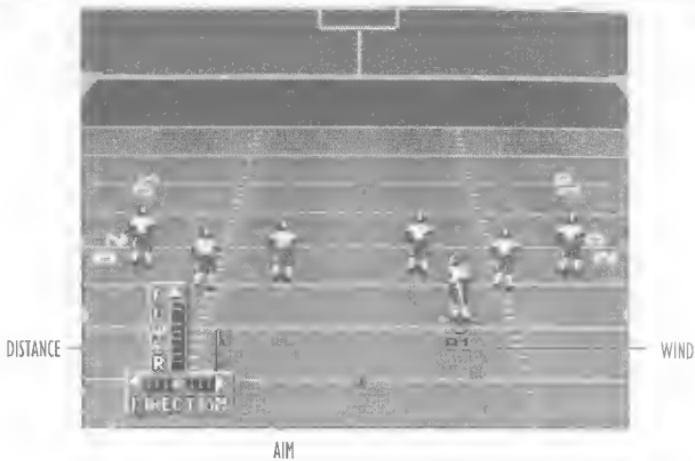
- To select an option: **D-Pad (UP/DOWN)** to the option of your choice, then press **C**.
- To return to the action: **D-Pad (UP/DOWN)** to "Resume Game," then press **C**. Or you can simply press **START**.

By using the Kick Meter, you can place your kick just about anywhere on the field.

KICKING AND RECEIVING A KICK



PLAYER CONTROLS



- To Kick:

- 1) Press **C** to put the kicker in motion and activate the Kick Meter. The higher the orange bar rises on the power meter, the more force behind the kick.
- 2) **D-Pad (LEFT/RIGHT)** to aim your kick. This feature lets you kick to either side of the field. If you don't aim your kick, the ball will travel straight ahead.
- 3) Press **C** again to kick the ball.

THE ONSIDE KICK

- To Set the kicking team in onside kick formation:

- 1) **A** to call an audible.

- 2) **A** (onside left) or **C** (onside right).

(To return to standard formation: Press **A** to call an audible, then press **B**.)

Remember that the object is to get to the ball before the other team recovers it. Kick it the shortest distance possible.

When receiving, both kickoffs and punts are automatical-

PLAYER CONTROLS

EA
SPORTS
ELECTRONIC ARTS

ly fielded by your deep men, provided your team is in the proper formation. (In other words, on kickoffs your team is automatically set in the kick receiving formation. For punts, you must choose "Punt Return" or "Punt Rush" to field a deep man.)

- To Set the Receiving team in onside kick formation:

- 1) Press **A** to call an audible.
- 2) Press **A** or **C** (defend onside).

(To return to standard formation: Press **A** to call an audible, then press **B**.)

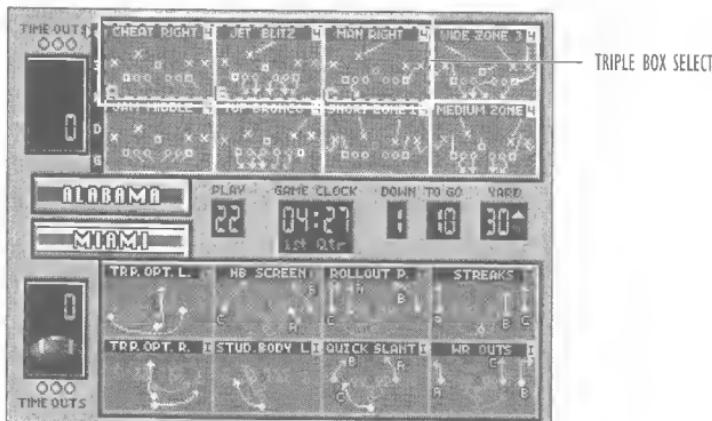
Kick returners automatically field the ball and run.

- **D-Pad (UP/DOWN/LEFT/RIGHT)** to take control of the kick returner.

CALLING A PLAY

There are two ways to call a play from the Play Call screen: Direct mode and Bluff mode.

RUNNING THE OFFENSE

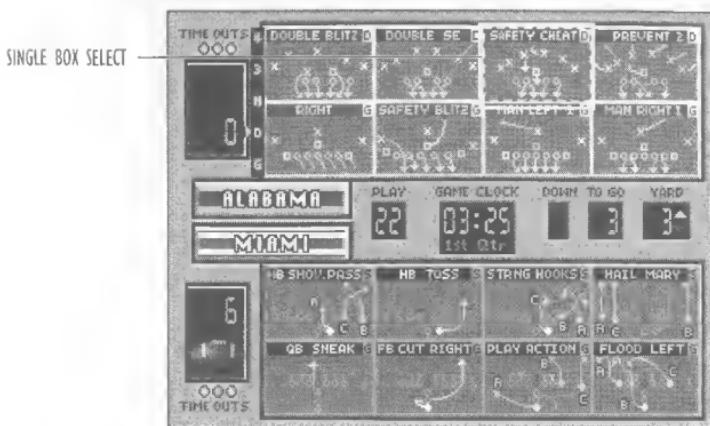


- To Call a play in Direct mode: **D-Pad (UP/DOWN/LEFT/RIGHT)** to move any of the three



PLAYER CONTROLS

boxes over the play you wish to call, then press the button corresponding to that box.



- To Call a play in Bluff mode: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the box over the play you wish to call, then press **C**.
- To Bluff the call: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the box over the play you wish to pretend to call, then press **B**.

When you press **B**, you hear the same “select” sound you hear when you press **C**, but no play is called. In addition, you can choose more than one play with the **C** button; only the last play you chose with **C** will be run.

- To Exit the Play Call screen: **A**.

To learn more about how to select Direct Mode or Bluff Mode, turn to page 34.

The Play Clock

The game clock runs between plays unless the play that just ended was a kick, punt or incompletion.

But the Play Clock is altogether different. The offense has only 25 seconds between plays to call the next play

and snap the ball. If the 25 seconds expire before the ball is snapped, the offensive team receives a five-yard Delay of Game penalty.

When a Timeout is called, the Play Clock is reset at 25 seconds.

CALLING AN AUDIBLE

When the team lines up over the ball the quarterback reads the defense. Often he doesn't like what he sees. So he calls an audible, changing the play called in the huddle.

- To Call an audible at the line of scrimmage:

1) Press **A**.

The "audible" message appears.

2) Press the button corresponding to the play you want to run.

To learn more about setting audibles, turn to Set Audibles on page 14.

RUNNING

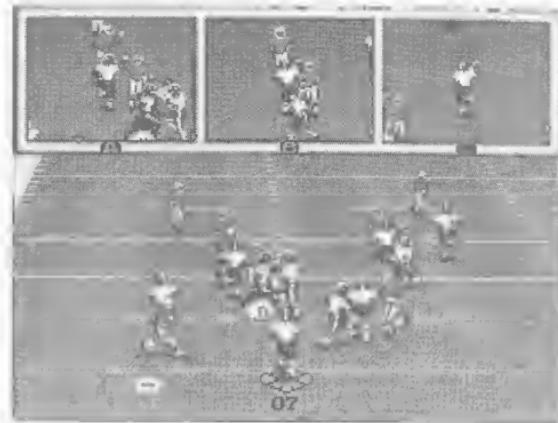
There are a number of nifty moves you can execute while running the ball. Spins, hurdles and dives are part of all great ball carriers' repertoires.

- Hand the ball off or lateral to a runner: **C**. The quarterback hands the ball to the closest back.
- Change directions: **D-Pad**
(LEFT/RIGHT/UP/DOWN)
- Dive: **A**
- "Explode" forward: **B** (tap)
- Spin: **B** (hold)
- Hurdle: **C**



PLAYER CONTROLS

PASSING



Each passing play features three potential receivers. Shortly after the snap, three Passing Windows appear. Each window shows a potential receiver and the immediate area surrounding him, including any defenders. The Passing Windows let you look for receivers who are open.

NOTE

The Passing Windows are called up automatically only if you do not take control of the quarterback. If you D-Pad to scramble or roll out on your own, the Passing Windows will not appear. To call up Passing Windows, press **C**.

- To Pass to a receiver in window A, B or C: Press **A**, **B**, or **C**.

NOTE

Hold a button to throw a bullet. Tap it to loft a pass. The longer you hold a button, the harder the ball is thrown.

RECEIVING

If Auto Catch Mode has been selected, once the quarterback releases the ball, the receiver moves automatically to catch the ball.

cally toward the spot where the ball can be caught. This spot is marked by a target.

If Manual Catch Mode has been selected, the player must guide the receiver to the target.

As in any football game, sometimes the quarterback is off the mark, and the receiver must make adjustments in order to catch the ball.

- To Make the receiver dive for the ball: **A**
- To Take control of the receiver closest to the ball: **B**
- To Make the receiver raise his hands: **C**

HURRY-UP OFFENSE

For those desperate drives in the waning moments of a game, and for those offensive coordinators who like to keep the defense off balance, Bill Walsh College Football incorporates a hurry-up offense which allows you to run plays without running excessive time off the clock.

- To Run the same play you just ran: hold **C** immediately after the whistle.
- To Ground the ball (the quarterback throws the ball into the ground to stop the clock): hold **A** immediately after the whistle. When your team lines up, press **C** to snap the ball. The quarterback throws the ball into the ground.

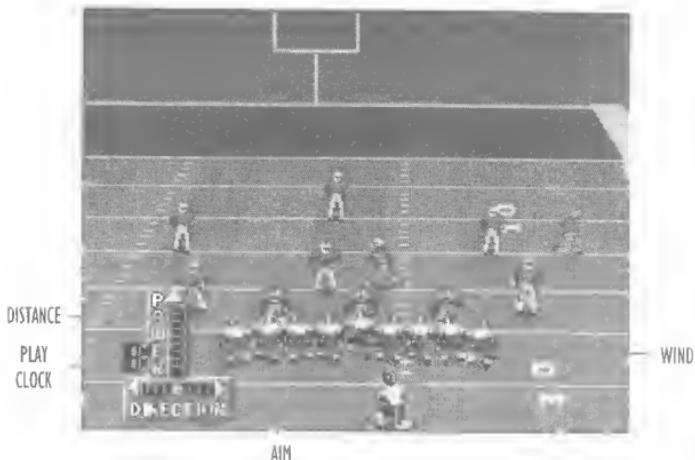
NOTE

Be sure to leave the D-Pad alone when grounding the ball. If you use it, the quarterback will not release the ball. Remember, when you touch the D-Pad during a play, you assume control of the quarterback.



PLAYER CONTROLS

PUNTING AND KICKING FIELD GOALS AND POINTS AFTER TOUCHDOWN



Punting and kicking work the same way as a kickoff.

- 1) Select "Field Goal" formation from the Play calling menu.
- 2) Press **C** to start the kicking meter.
- 3) **D-Pad (LEFT/RIGHT)** to aim your kick. This feature lets you kick to either side of the field. If you don't aim your kick, the ball will travel straight ahead.

The Kick Meter is activated. The higher the orange bar rises on the power meter, the more force behind the kick.

- 4) When the orange bar rises to the desired area of the power meter, press **C** again to kick the ball.

THE TWO-POINT CONVERSION

The two-point conversion is one of college football's most thrilling options. No lead less than nine points is safe. You can run a two-point conversion after a touchdown the same way you run an ordinary play from the

line of scrimmage. The ball is placed on your opponent's three-yard line, and you have one play to take the ball to the goal.

CALLING A PLAY

Call a defensive play the same way you call an offensive play. (See Running the Offense on p. 23 for information on *calling a play*.)

RUNNING THE DEFENSE

DEFENDING A RUN

The defense reacts automatically to the action on the field, but you can take control at any time.

- To Fire off the line of scrimmage: **C**
- To Dive at ball carrier for a crushing hit: **A**
- To Take control of defensive player closest to the ball: **B**

DEFENDING A PASS

If the receivers run passing patterns, your team's defensive backs will automatically cover them.

If you want to take control of the defensive player closest to the ball, Press **B**. The circle target moves under that player.

As with all defensive situations, the player over the circle target can dive (Press **A**) and jump for the ball (Press **C**).

CALLING A DEFENSIVE AUDIBLE

You can call a defensive audible the same way you can call an offensive audible.

- To Call an audible at the line of scrimmage:
 - I) Press **A**.



PLAYER CONTROLS

The “audible” message appears.

- 2) Press the button corresponding to the play you want to run.

Defensive audibles are pre-programmed. You can also set your own defensive audibles. *To learn more about setting audibles, turn to Set Audibles on page 14.*

RECEIVING A PUNT AND DEFENDING AGAINST FIELD GOALS

With both punts and field goals, you have two options: to defend and to block.

When you receive a punt, choose ‘Punt Return’ if you want your men to hang back and block. Choose ‘Punt Rush’ if you want your men to rush the punter and forfeit opportunities to block the opposition.

When you receive a punt, your deep man (the man over the circle target) fields the ball and runs upfield.

- To Take control of the punt returner: **D-Pad (UP/DOWN/LEFT/RIGHT).**

When you defend a field goal or P.A.T., you have the same options. Choose a ‘Prevent’ defense if you think the kicking team might fake a kick. Choose ‘Field Goal Block’ if you want to take a chance.

THE PAUSE SCREEN



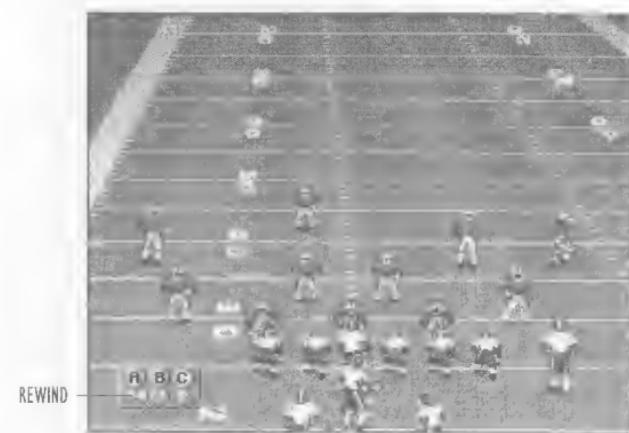
The pause screen lets you perform several functions.

- To view the Pause Screen, press START.

The game is paused.

To return to the action, **D-Pad (UP/DOWN)** to highlight **Resume Game**, then press **C**.

**RESUME
GAME**



**REPLAY
NORMAL/
REPLAY
REVERSE**

SLO-MOTION OR FRAME-BY-FRAME

PLAY AT NORMAL SPEED

Ron Barr and the EA Sports crew provide unlimited instant replay from two different angles: Normal and Reverse. At any time during the game you can review the play that was just run as many times as you want.

- Access instant replay:

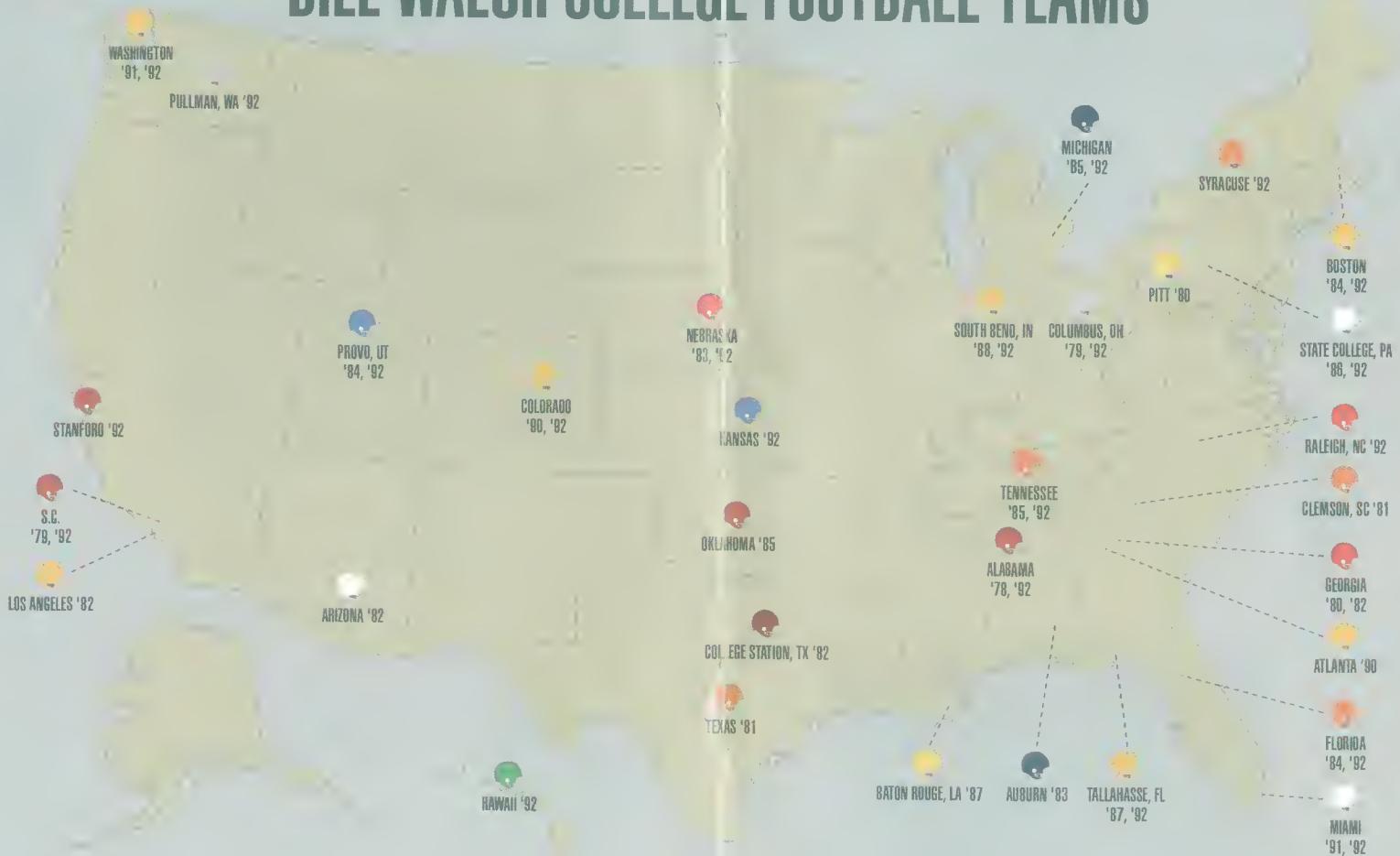
- 1) Press **START** to pause the game.
- 2) **D-Pad (UP/DOWN)** to Replay Normal or Replay Reverse.
- 3) Press **C**.

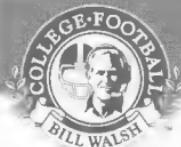
The Instant Replay screen appears.

- To Control the Replay:



BILL WALSH COLLEGE FOOTBALL TEAMS





THE PAUSE SCREEN

- Run the tape in slow motion: (hold) **B**
- Run the tape frame by frame: (tap) **B**
- Run the tape at normal speed: (press) **C**
- Rewind: (hold) **A**
- Rewind frame by frame (tap) **A**
- Isolate the camera on one player or on a specific point on the field: **D-Pad**
(UP/DOWN/LEFT/RIGHT) to move the orange cursor over the player or place on which you want to train the camera.

TIMEOUT

Each team has three timeouts per half. Timeouts don't carry over from the first to the second half. When a team calls timeout, the game clock stops.

- 1) Press **START** to pause the game.
- 2) **D-Pad** DOWN to *Timeout*.
- 3) Press **C**.

When a timeout is called, the play clock is reset to 25 seconds.

NOTE

You cannot call a timeout until the whistle signifying the end of a play has been sounded.

DRIVE SUMMARY

DRIVE SUMMARY			
ALABAMA			
	Plays	Yards	Time of Possession
Rushing	5	6	
Passing	6	58	
Penalties	0	0	
Total	11	52	2:39

THE PAUSE SCREEN



The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

- 1) Press **START** to pause the game.
- 2) **D-Pad DOWN** to Drive Summary.
- 3) Press **C**.
- 4) Press **START** to return to the previous screen.

NOTE

If you don't see every play you ran during a drive, **D-Pad (UP/DOWN/LEFT/RIGHT)** to scroll through the entire drive summary.

GAME STATISTICS		
	MIAMI	ALABAMA
Score	0	0
Time Of Poss.	0:55	3:09
First Downs	0	3
Passing Yards	4	58
Avg. Yards/Pass	1	5
Longest Pass	3	29
Completions	2/3 (66%)	3/10 (30%)
Rushing Yards	0	-3
Avg. Yards/Rush	0	0
Longest Rush	0	5
Total Yards	4	55
3rd Down Conv.	0/1 (0%)	1/3 (33%)

GAME STATISTICS

The Game Statistics screen displays the current statistics in the game's most vital categories. Check out the success of your team's ground game and passing attack.

- 1) Press **START** to pause the game.
- 2) **D-Pad (DOWN)** to Game Statistics.
- 3) Press **C**.
- 4) **D-Pad (UP/DOWN)** to scroll through all statistics.
- 5) Press **START** to return to the Pause screen.



THE PAUSE SCREEN

SCOREBOARD

Ron Barr and the entire EA Sports team keeps you up to date on the day's scores. Check in now and then to see who's winning!

- To View the scoreboard from the Pregame screen or the Pause screen:
 - 1) D-Pad DOWN to Scoreboard.
 - 2) Press **C**.

PLAY CALL MODE

Bill Walsh College Football features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

To learn more about how to call a play, turn to Calling a Play on page 23.

- To Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:
 - 1) D-Pad (DOWN) to Play Call Mode.
 - 2) Press **C**. The Play Call Selection screen appears.



THE PAUSE SCREEN



- 3) D-Pad (UP/DOWN) to highlight the option of your choice.
- 4) Press **C**. Your selection is made, and you return to the previous screen.

NOTE

Direct Mode is the default mode.

In both *Auto Catch Mode* or *Manual Catch Mode* the spot where the pass has been aimed is highlighted with a target.

PASS CATCH MODE

In *Auto Catch Mode*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Manual Catch Mode* you don't assume control of the intended receiver until the passed ball reaches its apex. Then you must use the D-Pad to guide the receiver to the target.



- To Select Pass Catch Mode from the Pregame screen or the Pause screen:



THE PAUSE SCREEN

- 1) **D-Pad DOWN** to *Pass Catch Mode*.
- 2) Press **C**.
- 3) **D-Pad (UP/DOWN)** to select.
- 4) Press **START** to return to the previous menu.

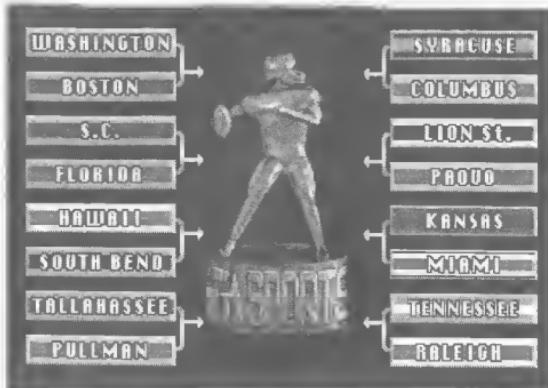
(Remember, when you take control of the quarterback, you must first press **C** to bring up the Passing Windows, then you must press **A**, **B**, or **C** to pass the ball to the appropriate receiver.

**N
O
T
E**

Auto Catch Mode is the default mode.

ENTERING THE COLLEGE PLAYOFF CHAMPIONSHIP

EA
SPORTS
ELECTRONIC ARTS



EA Sports welcomes you to the College Playoff Championship, a sixteen-team single-elimination tournament. No polls, no guesswork. Finally you decide who the best team is. You can play a tournament featuring the current teams, or you can play the best teams from the '70's, '80's and '90's to determine the all-time champion.

Your team enters the tournament paired against its opponent according to rank. Tournament games are played like exhibition games. If your team wins, the tournament tree appears showing the updated brackets, and your team advances to the next round. Every game you win takes you closer to the championship game, where you'll find out who has the *real* team.

If your team loses, the Game Options screen appears, and you can begin another tournament.

NOTE

All playoffs are one-player mode only.
It's you against the Genesis.

NOTE: To choose a team in Tournament mode:

- I. D-Pad LEFT/RIGHT to toggle controller I to the team of your choice.



ENTERING THE COLLEGE PLAYOFF CHAMPIONSHIP

2. Press START to move the EA Sports Pregame Show.

TIES

In the event of a tie, the game moves into sudden death overtime. The coin is tossed again, and it's as if the game were starting again. In overtime the play clock runs as usual, but there is no game clock. The first team to score a point is the winner of the contest.

NOTE

Sudden death overtime applies only to tournament games. Exhibition games have no sudden death overtime periods; they can end in ties.

RESUMING A TOURNAMENT

College Football has an Automatic Tournament Save feature that lets you resume a tournament in progress.

Now you can turn the power on the Genesis off and still retain your tournament standings. When you resume a tournament, you begin at the playoff tree immediately after the last finished contest.

- Resume a tournament in progress: Proceed to the Game Set-Up screen and select *Continue Tournament* from the Play Mode category. Then press **START**.

NOTE

To avoid losing your place in a tournament, be sure to exit the show before you turn off the Genesis. Tournament standings are saved by the Genesis when you exit the post-game show.

Only the most recent tournament can be saved. Anytime you begin a new tournament, the new tournament replaces the old tournament in the memory bank.

Although college football and professional football are primarily the same game, the rules are not identical. Following are the rules unique to college football.

- Quarterback sacks are counted as rushing statistics.
- The ball carrier is down when one knee touches the playing surface. An opponent doesn't have to touch him.
- Pass interference is a 15-yard penalty. If the pass play is less than 15 yards, the ball is spotted at the location of the infraction.
- There is no two-minute warning timeout.
- The play clock is 25 seconds.
- The defense cannot advance a recovered fumble.
- If a kickoff goes out of bounds, the ball is spotted at the 35-yard line or the point on the field where the ball went out of bounds, whichever is more advantageous to the receiving team.
- If a play ends out of bounds, on the next play the ball is hiked from a hash mark between the center of the field and the sideline where the previous play ended.
- And of course, the two-point conversion is an option after every touchdown! Turn to *The Two-Point Conversion* on p. 28 to learn more.

PLAYER RATINGS

ALABAMA '78

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	4	8	4
QB2	10	0	6	8

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	10	10	10
HB2	42	6	9	9
FB	45	6	8	3

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	4	11	4	7
WR2	32	3	3	1
WR3	60	3	4	0
WR4	66	3	3	0
TE1	8	3	3	1
TE2	68	3	3	0

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	SUN BLOCKING
LT	78	235	9
LG	70	235	10
C	57	239	14
RG	60	235	9
RT	63	241	13

DEFENSIVE LINE

NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	39	10	8	11
OLB	92	7	13	7
DOLB	96	4	8	5
RE	94	6	7	6

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LOLB	92	12	7	13
MOLB	77	11	11	10
ROLB	36	9	4	9
PLB	50	7	4	7

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	19	9	10	8
FST	9	10	9	10
RCBT	28	8	8	7
LCBT	17	8	9	7
RCB2	34	6	7	3
LCB2	26	6	7	5
FSZ	18	6	7	6

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY	BRK TACKLES
R	5	2	RR	22	11	9
P	2	10	PR	22	4	2

BOSTON '84

FAVORITE OFFENSIVE STYLE: PRO

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	22	11	13	7
QB2	7	0	6	3

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	23	10	9	12
HB2	24	8	5	3
FB	35	7	6	6

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	20	10	12	8
FL	82	13	5	9
WR3	44	5	5	4
WR4	26	7	5	5
TE1	63	6	4	5
TE2	65	3	5	2

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	SUN BLOCKING
LT	56	271	10
LG	63	255	10
C	59	255	9
RG	69	269	10
RT	79	269	10

DEFENSIVE LINE

NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	50	8	6	6
DOLB	59	5	7	6
DNT	97	2	5	6
RE	95	7	7	5

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LOLB	53	7	5	7
MOLB	68	11	5	11
ROLB	36	4	4	5
PLB	61	5	4	4

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	41	8	7	9
FST	17	12	9	12
RCBT	43	11	8	10
LCBT	45	12	9	12
RCB2	26	6	7	5
LCB2	48	3	6	5
FSZ	10	4	6	3

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY	BRK TACKLES
R	2	5	RR	24	10	7
P	6	6	PR	82	7	9

COLORADO '90

FAVORITE OFFENSIVE STYLE: OPTION

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3	7	10	11
QB2	4	0	6	4

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	1	12	13	11
TB2	35	6	5	6
FB	22	8	6	6

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	9	14	7	4
FL	42	4	3	0
WR3	86	9	3	2
WR4	25	6	3	0
TE1	81	3	3	0
TE2	87	3	3	0

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	SUN BLOCKING
LT	76	275	8
LG	62	281	11
C	52	265	10
RG	79	265	6
RT	72	300	6

DEFENSIVE LINE

NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	70	6	8	6
NT	93	12	9	10
RE	95	14	11	13

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LOLB	94	10	6	12
MOLB	53	6	12	7
ROLB	34	6	7	6
PLB	95	11	8	10

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	17	7	8	10
FST	28	6	8	9
RCBT	15	9	8	7
LCBT	12	11	8	10
RCB2	2	6	6	6
LCB2	13	3	6	4
FSZ	21	3	7	2

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY	BRK TACKLES
R	16	6	RR	9	8	2
P	10	13	PR	12	12	13

ALABAMA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	7	5	6	4
QB2	14	0	7	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	25	10	10	9
TB2	33	7	7	5
FB	35	7	7	4

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	2	11	4	1
FL	32	4	4	1
WR3	37	6	4	1
WR4	85	7	3	2
TE1	83	8	2	0
TE2	5	6	2	0

OFFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	63	266	9	6
LG	68	263	9	8
C	61	250	15	10
RG	69	273	13	10
RT	77	289	9	5

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	94	11	12	11
NT	98	6	8	7
RE	80	12	9	11

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	55	14	11	15
LB2	52	11	13	12
RLB	56	11	12	11
RDLB	11	14	12	15
PLB	58	9	4	11

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
BS	31	9	14	9
FS1	21	11	13	11
RCB1	13	13	14	13
LCB1	43	13	13	13
RDB2	10	6	13	6
LCB2	22	5	12	6
FB2	39	5	14	5

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
R	81	12	8	6
P	12	7	10	4

BOSTON '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	7	8	4
QB2	8	0	8	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	33	11	12	12
TB2	42	7	5	3
FB	41	8	8	3

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	27	11	5	3
FL	23	5	2	3
WR3	20	7	4	2
WR4	83	6	5	4
TE1	82	7	7	3
TE2	98	3	1	3

OFFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	79	278	12	9
LG	63	283	9	6
C	64	262	9	6
RG	66	264	9	6
RT	67	288	9	6

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	62	7	5	7
NT	57	5	5	5
RE	93	5	6	6

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	91	9	4	10
LB2	53	8	8	9
RLB	50	12	6	13
RDLB	46	12	4	12
PLB	45	6	4	7

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
BS	6	7	12	8
FS1	28	12	13	12
RCB1	17	12	13	12
LCB1	21	8	11	9
RDB2	2	6	12	5
LCB2	5	10	12	9
FB2	25	5	12	7

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
R	33	8	9	4
P	21	3	1	0

COLORADO '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	7	10	5
QB2	6	3	8	4

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	33	6	6	3
TB2	3	4	2	3
FB	12	5	7	5

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	81	6	12	7
WR2	9	12	11	5
WR3	8	6	5	6
WR4	16	3	5	2
TE1	86	5	6	3
TE2	85	3	4	2

OFFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
U	77	284	9	5
LG	66	289	9	6
C	64	281	9	6
RG	76	276	9	6
RT	77	281	13	10

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	94	11	12	11
NT	98	6	8	7
RE	80	12	9	11

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	55	14	11	15
LB2	52	11	13	12
RLB	56	11	12	11
RDLB	11	14	13	13
PLB	58	9	4	11

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
BS	31	9	14	9
FS1	21	11	13	11
RCB1	13	13	14	13
LCB1	43	13	13	13
RDB2	10	6	13	6
LCB2	22	6	12	5
FB2	39	5	14	7

PLAYER RATINGS

COLUMBUS, OH '79

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	5	9	9
QB2	7	0	4	4

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	43	11	10	11
TB2	26	7	6	3
FB	22	10	8	9

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	44	6	3	2
WR2	47	12	7	4
WR3	69	3	3	0
WR4	57	3	3	0
TE1	61	4	5	0
TE2	62	3	2	0

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	256	8
LG	69	245	13
C	58	218	11
RG	58	246	11
RT	72	251	8

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	60	5	6	6
NT	58	12	9	12
RE	55	9	8	11

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	65	14	6	13
LB2	36	10	10	8
LB3	15	11	12	13
LB4	5	11	6	11
PLB	86	10	4	9

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
RS	48	10	11	10
FS1	25	9	8	9
RCB1	27	12	11	12
LCB1	12	11	11	11
RCB2	4	4	8	4
LCB2	23	5	5	5
PLB	26	6	11	9

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	MR TACKLES
K	13	11	KR	37	6	3
P	19	13	PR	12	12	7

FLORIDA '84

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	6	10	4
QB2	14	0	1	3

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	27	12	12	4
TB2	10	10	9	5
FB	22	10	10	6

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	89	13	4	2
WR2	21	5	3	1
WR3	9	3	4	1
WR4	86	3	3	0
TE1	82	3	2	0
TE2	85	3	3	0

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	260	11
LG	74	251	8
C	50	246	12
RG	58	261	8
RT	70	246	6

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	62	5	5	7
NT	56	6	11	5
RE	55	9	9	8

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	88	8	4	7
LB2	45	8	5	9
LB3	57	7	6	7
LB4	93	12	9	13
PLB	45	6	4	7

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	25	5	7	1
FI1	4	6	8	6
RCB1	26	10	10	10
LCB1	8	11	10	11
RCB2	24	4	7	3
LCB2	24	2	7	2
PLB	23	5	0	3

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	MR TACKLES
K	3	13	KR	89	13	11
P	13	15	PR	89	13	9

GEORGIA '80

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	5	7	4
QB2	15	0	7	4

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	34	13	12	4
TB2	36	7	8	3
FB	25	7	6	7

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	24	4	2	3
WR2	82	10	4	2
WR3	80	3	3	0
WR4	61	3	3	0
TE1	88	4	3	1
TE2	86	3	2	0

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	262	8
LG	55	258	12
C	54	254	8
RG	76	269	12
RT	77	251	8

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	83	7	4	65
NT	87	12	9	11
RE	41	5	8	6

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	48	8	9	8
LB2	61	9	8	8
LB3	94	8	5	9
LB4	47	6	9	7
PLB	42	5	4	6

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	49	13	9	13
FI1	29	8	9	9
RCB1	31	10	8	10
LCB1	19	12	10	13
RCB2	9	9	9	9
LCB2	20	5	7	5
PLB	10	5	7	5

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	MR TACKLES
K	5	12	KR	19	12	10
P	2	7	PR	19	12	9

COLUMBUS, OH '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	HANDS
QB1	4	6	10	5	5
QB2	14	0	8	3	3

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	26	8	9	8	4
RB2	33	5	5	5	3
FB	8	6	6	5	6

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	HANDS
WR1	88	5	7	3	5
FL	17	12	2	1	3
WR3	3	3	3	0	3
WR4	83	3	4	0	4
TE1	85	5	4	1	2
TE2	89	3	3	0	3

OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	67	289	14	11	
LG	52	280	8	6	
C	66	282	9	6	
RG	77	274	9	6	
RT	68	301	12	9	

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	56	7	4	9
DLT	72	9	6	8
DRT	57	7	9	7
RE	91	7	6	8

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	51	8	7	6
MLB	58	11	13	12
RLB	64	8	4	7
PLB	48	9	3	10

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
RR	24	9	11	9
FB1	13	10	11	9
RGB1	18	9	12	7
LCB1	29	9	11	8
RCB2	45	5	10	4
LCB2	9	4	12	3
RCB2	2	5	11	3

SPECIAL TEAMS			
NO.	BAANCE	ACCURACY	NO. SPEED
K	23	10	4
P	10	6	10

FLORIDA '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	HANDS
QB1	9	10	13	5	5
QB2	12	0	2	4	4

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	33	11	10	9	12
RB2	32	2	3	3	3
FB	30	3	3	2	3

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	HANDS
WR1	84	11	6	4	5
WR2	22	7	8	5	5
WR3	24	3	5	3	5
WR4	1	8	6	4	5
TE1	89	5	5	2	5
TE2	85	3	5	2	5

OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	78	351	9	6	
LG	62	274	9	6	
C	50	276	9	6	
RG	73	273	12	9	
RT	74	282	9	6	

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	57	8	4	7
DLT	93	6	2	5
DRT	60	8	4	7
RE	40	7	4	7

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	10	9	7	6
MLB	31	8	8	8
RLB	41	8	9	9
PLB	48	7	4	6

DEFENSIVE BACKS			
NO.	SPEED	TACKLING	PASS COVERAGE
RR	9	9	13
FB1	24	12	11
RGB1	2	11	12
LCB1	16	9	13
RCB2	45	8	12
LCB2	19	4	12
RCB2	30	5	12

SPECIAL TEAMS			
NO.	BAANCE	ACCURACY	NO. SPEED
K	47	9	12
P	81	9	10

GEORGIA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	HANDS
QB1	10	8	9	3	3
QB2	14	0	8	3	3

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	5	12	13	12	7
RB2	33	6	8	7	3
FB	32	7	7	6	6

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	HANDS
WR1	84	3	4	2	3
FL	1	10	8	5	9
WR3	4	5	5	2	4
WR4	80	3	4	1	5
TE1	82	9	5	2	4
TE2	85	3	4	1	4

OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	73	294	10	8	
LG	79	263	10	8	
C	76	265	10	8	
RG	75	242	10	8	
RT	71	277	10	8	

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	92	9	9	8
DLT	80	6	10	5
DRT	54	8	10	9

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	58	12	5	12
MLB	48	8	5	8
RLB	42	9	6	8
PLB	28	7	3	9
LCB	53	8	4	9

DEFENSIVE BACKS				

PLAYER RATINGS

MIAMI '91

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	13	14	4
QB2	11	0	5	3

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	35	3	4	7
RB2	35	5	6	4
FB	30	9	8	5

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	68	14	7	9
FL	35	11	8	5
WR3	85	3	5	5
WR4	12	3	4	5
TE1	17	18	6	4
TE2	90	3	5	4

DEFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	KICK BLOCKING
LT	73	288	14
LG	60	265	9
C	54	265	12
RG	70	285	9
RT	72	290	9

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	85	11	5	11
DLT	97	7	6	5
DRT	95	6	6	6
RE	98	12	6	14

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	45	14	10	13
LB2	58	11	9	11
RLB	1	12	8	12
PLB	99	9	5	6

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	10	9	10
FS1	31	10	10	11
RCB1	47	11	10	12
LCB1	26	10	10	6
RCB2	4	6	7	6
LCB2	34	5	7	5
FS2	29	9	8	9

SPECIAL TEAMS

NO.	SPEED	ABILITY	BREAK TACKLES
NR	5	5	6
PR	5	11	12

MICHIGAN '85

FAVORITE OFFENSIVE STYLE: PRO

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	8	11	7
QB2	12	0	4	3

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	23	11	10	10
RB2	27	7	5	7
FB	22	8	9	7

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	84	12	8	5
FL	40	9	4	3
WR3	31	4	1	5
WR4	26	7	4	5
TE1	81	9	7	9
TE2	80	3	4	3

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	KICK BLOCKING
LT	79	267	11
LG	74	278	11
C	77	265	11
RG	67	276	11
RT	72	284	14

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	60	12	8	13
NT	56	7	7	8
RE	66	11	10	12

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LOLB	33	12	4	11
ULB	42	11	11	11
RULB	49	7	14	8
ROLB	85	9	3	10
PLB	54	8	4	9

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	14	6	12	10
FS1	30	10	10	10
RCB1	13	9	7	9
LCB1	10	7	9	7
RCB2	35	5	8	5
LCB2	25	5	7	5

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BREAK TACKLES
NR	19	9	7	11	9	8
PR	43	12	7	12	11	9

NEBRASKA '83

FAVORITE OFFENSIVE STYLE: OPTION

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	5	9	9
QB2	15	0	8	4

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	30	13	14	5
RB2	36	9	10	4
FB	35	9	9	3

RECEIVERS

NO.	SPEED	CATCHING	MEAN TACKLES	QUICKNESS
WR1	7	3	3	0
FL	27	13	8	4
WR2	37	5	3	1
WR3	17	9	0	2
WR4	83	9	0	3
TE1	83	0	0	4
TE2	94	0	0	2

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	KICK BLOCKING
LT	65	259	11
LG	58	261	11
C	57	280	13
RG	57	259	15
RT	72	280	14

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	85	8	9	11
DLT	62	10	6	7
DRT	75	8	10	8
RE	90	8	5	7

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LOLB	51	14	4	8
ULB	42	11	11	11
RULB	64	6	4	7
ROLB	74	6	13	6
PLB	34	7	3	6

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	10	14	13	14
FS1	2	10	9	10
RCB1	33	12	11	12
LCB1	7	7	6	7
RCB2	5	6	5	6
LCB2	6	6	5	5
F2	24	5	6	6

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BREAK TACKLES
NR	48	2	11	8	8	5
PR	48	13	10	11	11	8

MIAMI '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	13	12	4
QB2	11	1	10	3

RUNNING BACKS

NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	5	7	5	2
TB2	23	5	5	4
FB	33	7	6	4

RECEIVERS

NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	38	11	9	5
FL	36	10	9	8
WR3	65	3	5	2
WR4	18	3	4	4
TE1	17	9	8	5
TE2	87	3	5	2

OFFENSIVE LINE

NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	72	281	9
LG	78	274	9
C	51	292	9
RG	74	295	9
RT	68	267	9

DEFENSIVE LINE

NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	91	11	5	12
DLT	43	8	3	8
DRT	99	9	5	8
RE	66	12	5	10

LINEBACKERS

NO	SPEED	TACKLING	AGILITY	AWARNESS
DLB1	45	12	10	10
MLB	55	10	14	12
DLB2	1	13	8	14
PLB	49	7	5	8

DEFENSIVE BACKS

NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	29	11	9	11
FS1	6	9	11	9
RCB1	47	11	10	11
LCB1	34	13	11	13
RCB2	9	5	12	5
LCB2	4	10	11	10
FS2	19	7	11	7

SPECIAL TEAMS

NO	SPEED	AGILITY	DRK TACKLES
KR	3	11	10
PR	5	8	7

MICHIGAN '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	11	11	3
QB2	10	2	9	3

RUNNING BACKS

NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	6	11	12	5
TB2	30	9	8	6
FB	40	6	6	3

RECEIVERS

NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	1	8	4	7
FL	2	5	2	3
WR3	18	7	4	2
WR4	9	3	1	4
TE1	88	5	1	3
TE2	80	3	1	4

OFFENSIVE LINE

NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	298	11
LG	72	294	11
C	51	291	15
RG	68	293	15
RT	70	298	11

DEFENSIVE LINE

NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	11	12	13
NT	79	6	11	5
RE	60	7	10	7

LINEBACKERS

NO	SPEED	TACKLING	AGILITY	AWARNESS
DLB1	91	12	7	12
DLB2	45	7	8	9
PLB	35	9	15	7
DLB3	65	11	4	12
PLB	95	8	4	8

DEFENSIVE BACKS

NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	3	9	8	9
FS1	20	7	9	7
RCB1	22	6	9	6
LCB1	8	7	9	7
RCB2	34	4	10	4
LCB2	28	4	8	4
FS2	31	3	10	3

SPECIAL TEAMS

NO	SPEED	AGILITY	DRK TACKLES
KR	6	11	13
PR	1	11	12

NEBRASKA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	2	8	8
QB2	1	6	5	5

RUNNING BACKS

NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	44	11	11	8
HB2	21	10	11	10
FB	26	9	8	3

RECEIVERS

NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	2	5	3	3
FL	38	3	0	2
WR3	33	3	0	2
WR4	27	3	0	2
TE1	89	3	2	0
TE2	95	3	0	3

OFFENSIVE LINE

NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	299	11
LG	52	264	7
C	51	265	7
RG	75	305	13
RT	72	309	8

DEFENSIVE LINE

NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	8	12	8
NT	73	4	6	5
RE	90	5	7	5

LINEBACKERS

NO	SPEED	TACKLING	AGILITY	AWARNESS
DLB1	93	13	8	13
DLB2	48	9	5	8
PLB	32	10	7	10
DLB3	34	11	8	12
PLB	29	4	11	4
DLB4	14	6	11	5
PLB	4	3	11	3

SPECIAL TEAMS

NO	RANGE	ACCURACY	DRK TACKLES
KR	33	10	10
PR	2	10	11

PLAYER RATINGS

PROVO, UT '84

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	6	15	14	6
QB2	16	1	9	3

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HARDS
RB1	21	5	6	5
RB2	43	6	5	4
FB	35	8	9	9

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	7	12	10	7
WR2	1	7	6	4
WR3	11	11	5	8
WR4	19	3	5	5
TE1	12	12	11	7
TE2	94	3	5	2

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	268	10
LG	59	255	11
C	50	246	13
RG	57	243	11
RT	70	259	11

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	79	5	3	5
NT	76	6	4	10
RE	92	5	3	6

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LB1	53	7	7	5
LB2	49	9	7	8
LB3	34	10	7	11
LB4	41	10	9	10
PLB	55	6	4	7

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	9	10	5
FS1	5	11	12	11
RCB1	22	13	12	13
RCB2	25	9	10	11
LCB1	2	7	10	5
LCB2	27	7	9	7
FB2	30	5	7	5

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO. TACKLES
K	10	7	11
P	10	15	10

S.C. '79

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	4	15	4
QB2	15	0	5	3

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HARDS
RB1	12	15	13	11
RB2	25	8	8	7
FB	33	11	10	8

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	26	11	6	3
WR2	8	12	5	2
WR3	85	8	5	4
WR4	22	3	4	1
TE1	89	6	5	2
TE2	80	3	1	3

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	280	15
LG	65	240	8
C	62	250	11
RG	71	273	15
RT	68	249	14

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	95	6	9	5
NT	63	8	8	8
RE	70	9	10	9

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LB1	51	10	6	10
LB2	56	9	10	8
LB3	35	9	8	10
LB4	57	11	5	10
PLB	58	6	4	6

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	49	10	6	12
FS1	47	12	7	12
RCB1	23	12	9	12
LCB1	40	9	8	10
RCB2	43	4	6	5
LCB2	11	5	6	4
FB2	47	5	6	5

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO. TACKLES
K	10	5	1
P	17	7	2

SOUTHBEND, IN '88

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	9	4	12	12
QB2	17	0	9	3

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HARDS
RB1	49	9	11	10
RB2	24	9	10	9
FB	22	7	8	4

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
RE1	25	13	4	2
RE2	12	4	3	1
WR1	60	3	3	0
WR2	13	3	3	0
TE1	88	3	4	0
TE2	68	3	3	0

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	298	12
LG	52	245	10
C	55	250	11
RG	75	280	11
RT	71	294	10

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	58	9	7	10
NT	50	8	9	8
RE	50	5	7	6

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LB1	30	14	4	12
LB2	34	10	11	10
LB3	46	11	10	11
LB4	97	6	4	14
PLB	33	5	4	8

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	11	9	10
FS1	15	10	9	10
RCB1	29	7	8	7
LCB1	36	6	7	6
RCB2	32	5	6	5
LCB2	33	4	5	4
FB2	31	5	7	5

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO. TACKLES
K	2	3	11
P	15	10	10

PROVO, UT '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	17	8	9	4	4
QB2	7	2	7	3	3

RUNNING BACKS					
NO.	SPEED	AGILITY	BREAK TACKLES	HANDS	
HB1	29	9	9	9	6
HB2	15	5	7	4	8
FB	24	8	7	8	6

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	12	10	10	7	11
WR2	12	6	9	4	6
WR3	7	6	8	3	5
WR4	4	5	4	3	5
TE1	8	8	7	6	8
TE2	4	4	4	2	4

OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	66	290	9	8	
LG	68	251	9	9	
C	67	280	13	10	
RG	70	275	12	9	
RT	71	315	9	6	

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	10	5	12
NT	99	9	6	9
RE	99	5	4	5

LINEBACKERS				
NO.	SPEED	TACKLING	AGILITY	AWARNESS
DLB1	49	10	5	11
DLB2	49	11	6	11
DLB3	50	12	11	10
DLB4	36	12	10	11
PLB	44	6	3	6

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
BS	31	7	8	7
FS1	5	12	9	12
FS2	30	9	10	9
LCB1	10	8	7	8
LCB2	45	4	9	4
LCB3	1	5	6	5
FB2	22	4	7	4

SPECIAL TEAMS				
NO.	SPEED	ABILITY	YARD TACKLES	
KR	20	8	6	
PR	13	13	7	2

S.C. '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	11	7	9	5	5
QB2	16	0	4	4	4

RUNNING BACKS					
NO.	SPEED	AGILITY	BREAK TACKLES	HANDS	
TB1	23	8	7	5	
TB2	6	6	5	5	4
FB	30	2	3	3	5

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
RE	80	9	8	4	6
FL	3	9	7	4	7
WR3	1	3	4	1	4
WR4	19	8	5	2	5
TE1	82	3	4	1	4
TE2	68	3	4	1	4

OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	62	285	9	8	
LG	77	284	9	9	
C	61	255	5	5	
RG	53	280	5	5	
RT	55	290	5	5	

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	44	10	6	10
NT	95	7	2	7
RE	36	6	2	5

LINEBACKERS				
NO.	SPEED	TACKLING	AGILITY	AWARNESS
DLB1	24	10	6	12
DLB2	35	11	9	11
DLB3	5	10	10	9
DLB4	55	12	7	10
PLB	84	7	4	6

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
BS	9	8	10	8
FS1	15	9	9	9
FS2	21	8	9	8
LCB1	26	8	10	6
LCB2	4	4	10	4
LCB3	29	3	9	2
FB2	45	3	10	3

SPECIAL TEAMS				
NO.	SPEED	ABILITY	YARD TACKLES	
KR	14	2	12	
PR	8	10	10	7

SOUTH BEND, IN '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	3	6	8	5	5
QB2	15	0	4	4	4

RUNNING BACKS					
NO.	SPEED	AGILITY	BREAK TACKLES	HANDS	
TB1	40	10	11	11	3
TB2	4	7	6	7	3
FB	6	9	10	11	6

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
RE	82	11	6	2	5
FL	14	4	4	2	4
WR3	1	3	4	2	4
WR4	10	8	5	1	3
TE1	84	7	5	2	5
TE2	80	3	3	1	4

OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	65	270	12	10	
LG	75	295	12	10	
C	61	278	12	10	
RG	56	288	9	7	
RT	73	298	14	12	

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	45	10	6	10
NT	97	10	2	7
RE	89	8	10	7

LINEBACKERS				
NO.	SPEED	TACKLING	AGILITY	AWARNESS
DLB1	31	8	10	8
DLB2	44	13	6	12
DLB3	49	9	9	9
PLB	47	6	4	8

DEFENSIVE BACKS		
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PLAYER RATINGS

STATE COLLEGE, PA '86

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	5	7	4
QB2	5	2	3	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	42	12	11	9
TB2	32	9	8	4
FB	44	8	9	4

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	8	3	3	1
FL	30	5	4	2
WR1	28	3	3	0
WR4	49	4	3	4
TE1	91	1	0	4
TE2	89	1	2	0

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	34	12	8	12
NT	67	5	9	5
RE	55	9	8	10

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	31	13	15	14
LB2	35	10	14	10
LB3	90	13	14	13
LB4	53	12	7	11
PLB	64	8	4	9

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
BS	22	10	9	10
FS1	3	8	7	8
ROB1	39	10	6	10
LCB1	79	10	9	10
ROB2	22	9	8	9
LCB2	4	6	4	5
FB2	40	4	6	4

SPECIAL TEAMS		
NO.	RANGE	ACCURACY
K	10	9
P	11	12

TALLAHASSEE, FL '87

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	8	10	5
QB2	5	1	7	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	33	13	12	4
TB2	13	10	11	7
FB	22	8	7	5

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	3	9	6	4
FL	7	12	6	3
WR1	8	4	3	5
WR3	23	7	4	3
WR4	3	3	2	4
TE2	52	3	4	1

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	70	8	9	5
NT	43	12	10	12
RE	76	6	8	4

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	53	9	4	10
LB2	40	9	6	10
LB3	38	10	12	11
LB4	82	9	5	14
PLB	45	8	6	9

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
BS	57	13	9	13
FB1	40	9	11	9
ROB1	32	10	10	10
LCB1	2	15	9	12
ROB2	17	9	11	9
LCB2	16	9	10	8
FB2	29	9	10	9

SPECIAL TEAMS		
NO.	RANGE	ACCURACY
K	18	13
P	12	10

TENNESSEE '85

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	5	11	5
QB2	11	4	9	4

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	28	9	8	9
TB2	21	5	6	5
FB	43	4	5	4

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	27	6	5	2
FL	68	12	11	7
WR1	9	3	4	1
WR4	67	10	6	3
TE1	81	11	6	3
TE2	89	3	4	1

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	77	9	3	8
NT	65	9	3	5
RE	59	13	4	11

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	55	8	4	6
LB2	49	9	8	6
LB3	45	5	7	6
LB4	54	11	6	10
PLB	33	5	3	7

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
BS	7	11	10	11
FB1	22	10	9	10
ROB1	14	10	9	9
LCB1	15	9	11	8
ROB2	8	7	9	6
LCB2	5	5	4	5
FB2	20	5	7	5

SPECIAL TEAMS		
NO.	RANGE	ACCURACY
KR	96	7
PR	1	4

STATE COLLEGE, PA '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	RUNS
QB1	12	4	8	3	3
QB2	10	1	8	3	3
RUNNING BACKS					
NO.	SPEED	AGILITY	BREAK TACKLES	RUNS	RUNS
TB1	20	9	10	9	6
TB2	32	5	5	5	3
FB	29	7	6	6	4
RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	RUNS
WR1	1	4	9	4	3
FL	24	10	9	9	9
WR3	3	10	3	1	3
WR4	27	7	4	1	4
TE1	18	7	6	3	6
TE2	96	3	4	1	5
OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	RUN BLOCKING	RUN BLOCKING
LT	69	278	8	6	6
LG	79	264	11	9	9
C	77	261	12	10	10
RG	57	278	8	6	6
RT	66	273	8	6	6

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	8	6	7
NT	67	5	5	5
RE	55	8	6	6

LINEBACKERS				
NO.	SPEED	TACKLING	AGILITY	AWARNESS
LULB	58	9	8	9
LULB	47	5	4	5
RULB	43	11	8	11
RULB	99	10	5	11
PLB	36	7	4	5

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	13	11	13
FS1	39	12	11	12
RCB1	46	6	10	9
LCB1	21	11	11	11
RCB2	17	8	10	8
LCB2	25	7	10	7
FS2	48	5	10	5

SPECIAL TEAMS			
NO.	RANGE	ACCURACY	NO. SPEED
KR	24	11	11
PR	24	11	11

TALLAHASSEE, FL '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	RUNS
QB1	17	9	9	10	10
QB2	13	0	7	3	3
RUNNING BACKS					
NO.	SPEED	AGILITY	BREAK TACKLES	RUNS	RUNS
TB1	33	8	8	8	6
TB2	35	7	6	7	4
FB	44	5	6	4	4
RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	RUNS
WR1	80	8	1	5	7
WR2	88	10	7	4	6
WR3	81	6	5	4	4
WR4	12	10	6	3	6
TE1	65	3	5	2	5
TE2	1	3	6	3	5
OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	RUN BLOCKING	RUN BLOCKING
LT	52	280	13	11	11
LG	76	280	9	7	7
C	51	256	13	11	11
RG	69	271	12	10	10
RT	50	280	9	7	7

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	95	10	9	11
NT	57	4	9	5
RE	58	7	1	9

LINEBACKERS				
NO.	SPEED	TACKLING	AGILITY	AWARNESS
LULB	10	1	13	4
LULB	55	13	6	13
RULB	36	8	12	8
RULB	97	14	5	14
PLB	58	12	6	12

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	18	9	10	11
FS1	3	13	11	12
RCB1	8	14	10	14
LCB1	2	12	9	11
RCB2	41	8	9	7
LCB2	4	8	11	7
FS2	16	7	1	5

SPECIAL TEAMS			
NO.	RANGE	ACCURACY	NO. SPEED
KR	33	10	8
PR	8	13	13

TENNESSEE '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	RUNS
QB1	21	5	10	10	7
QB2	14	0	8	3	3
RUNNING BACKS					
NO.	SPEED	AGILITY	BREAK TACKLES	RUNS	RUNS
TB1	30	9	10	10	4
TB2	33	6	7	5	4
FB	19	4	5	4	3
RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	RUNS
WR1	12	5	6	2	4
WR2	4	7	5	2	2
WR3	27	3	3	0	3
WR4	1	3	3	1	2
TE1	62	3	3	0	4
TE2	97	3	3	0	3
OFFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	RUN BLOCKING	RUN BLOCKING
LT	59	281	12	9	9
LG	71	290	10	5	5
C	56	286	13	6	6
RG	74	299	9	6	6
RT	53	285	9	6	6

DEFENSIVE LINE				
NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	72	9	6	11
DLT	42	10	4	10
FBT	48	5	7	5
RE	58	12	7	13

LINEBACKERS				
NO.	SPEED	TACKLING	AGILITY	AWARNESS
LULB	42	11	5	12
RULB	41	10	10	10
RULB	90	8	10	8
PLB	94	10	4	11

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	6	7	12	7
FS1	7	10	13	10
RCB1	3	8	12	8
LCB1	18	8	11	8
RCB2	28	4	13	3
LCB2	9	3	11	3
FS2	26	3	11	3

SPECIAL TEAMS			
NO.	RANGE	ACCURACY	NO. SPEED
RR	1	10	10
PR	23	10	10

PLAYER RATINGS

ATLANTA '90

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	7	9	6
QB2	14	0	2	3

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
RB1	35	9	11	10
RB2	35	6	7	3
FB	40	7	6	5

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	12	10	7	3
FL	3	12	5	3
WR3	20	6	3	2
WR4	14	4	1	5
TE1	17	7	4	2
TE2	7	4	4	1

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	165	281	12
LG	95	272	9
C	59	256	9
RG	92	275	12
RT	70	316	10

DEFENSIVE LINE

NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	9	7	10
NT	55	8	7	9
RE	95	6	7	7

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LB1	55	12	7	14
LB2	45	11	13	13
LB3	58	11	12	11
LB4	56	11	4	10
PLB	57	10	5	10

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	43	9	8	9
FS1	1	14	9	14
RCB1	30	9	10	10
LCB1	8	10	9	11
RCB2	23	7	8	7
LCB2	37	4	7	6
FS2	2	6	8	5

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY	BRK TACKLES
R	9	2	1	21	14	12
P	2	7	5	3	4	1

AUBURN '83

FAVORITE OFFENSIVE STYLE: PRO

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	5	9	4
QB2	10	0	4	4

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
RB1	34	14	13	14
RB2	22	6	7	5
FB	30	10	10	3

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	1	3	2	1
FL	5	3	0	2
WR3	11	3	0	2
WR4	14	3	2	2
TE1	18	3	0	0
TE2	82	5	2	0

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	258	13
LG	74	267	11
C	55	250	9
RG	68	265	9
RT	79	269	11

DEFENSIVE LINE

NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	95	6	7	6
NT	61	6	11	7
RE	95	12	6	12

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LB1	42	7	7	8
LB2	93	8	6	7
LB3	79	10	5	11
LB4	54	9	10	9
PLB	51	5	5	6

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	9	7	7	7
FS1	31	10	9	10
RCB1	45	9	9	9
LCB1	29	10	10	10
RCB2	5	6	6	6
LCB2	32	9	7	4
FS2	40	4	7	4

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY	BRK TACKLES
R	3	9	12	34	11	11
P	5	12	10	19	9	6

WASHINGTON '91

FAVORITE OFFENSIVE STYLE: PRO

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	8	12	4
QB2	11	7	11	3

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	29	12	11	10
TB2	42	10	9	9
FB	22	5	6	4

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	5	10	10	7
FL	4	7	8	4
WR3	17	3	5	2
WR4	9	3	3	3
TE1	84	6	4	2
TE2	68	5	3	1

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	315	15
LG	72	279	10
C	79	280	13
RG	52	265	10
RT	70	300	11

DEFENSIVE LINE

NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	13	10	12	11
NT	57	7	9	6
RE	90	10	13	11

LINEBACKERS

NO.	SPEED	TACKLING	AGILITY	AWARNESS
LB1	48	12	6	11
LB2	54	10	15	13
LB3	45	9	9	9
LB4	3	11	7	11
PLB	53	10	7	10

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	15	10	10	9
FS1	21	14	10	13
RCB1	23	13	10	13
LCB1	6	10	9	10
RCB2	10	5	8	7
LCB2	26	5	8	5
FS2	25	9	9	7

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY	BRK TACKLES
K	7	5	3	15	4	2
P	12	10	5	29	6	3

BATON ROUGE, LA '87

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	9	11	4
QB2	10	1	8	4

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	GAMES
TB1	22	12	11	12
TB2	23	8	9	10
FB	34	6	5	3

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	82	8	12	7
FL	60	10	5	3
WR3	8	4	2	4
WR4	16	3	4	1
TE1	49	5	4	4
TE2	89	6	1	5

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	250	11	8
LG	252	11	8
C	254	11	8
RG	255	14	11
RT	265	11	8

SPECIAL TEAMS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	8	9	8
FS1	11	5	5	6
RCB1	27	9	9	9
LCB1	28	8	8	5
RCB2	28	4	4	4
LCB2	5	4	7	4
PS	40	2	12	2

DEFENSIVE BACKS

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUE
LE	97	7	5	5
NG	62	8	9	8
RE	70	6	5	7

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	52	13	13	12
LB2	50	6	5	6
LB3	48	7	6	9
LB4	54	11	10	12
PLB	99	7	8	10

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	18	12	7	12
FS1	3	10	6	10
RCB1	27	9	7	9
LCB1	8	8	8	8
RCB2	36	6	7	5
LCB2	29	5	6	5
PS	22	4	7	4

SPECIAL TEAMS

NO.	SPEED	ABILITY	BRK TACKLES
KR	4	8	0
PR	7	7	3

ARIZONA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	4	7	6
QB2	14	0	4	4

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	GAMES
TB1	2	8	9	3
TB2	4	8	7	6
FB	38	7	7	3

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	8	8	5	3
WR2	8	6	4	4
WR3	7	6	5	5
WR4	50	3	5	2
TE1	85	3	5	2
TE2	95	3	5	2

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	238	7	4
LG	274	7	4
C	269	7	4
RG	270	7	4
RT	268	7	4

SPECIAL TEAMS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	18	12	7	12
FS1	3	10	6	10
RCB1	27	9	7	9
LCB1	8	8	8	8
RCB2	36	6	7	5
LCB2	29	5	6	5
PS	22	4	7	4

DEFENSIVE BACKS

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUE
LE	13	12	5	11
NG	74	7	5	8
RE	75	8	5	7

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	47	12	4	10
LB2	54	12	9	11
LB3	48	7	8	8
LB4	3	12	10	11
PLB	45	9	4	10

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	15	12	12	12
FS1	21	10	11	9
RCB1	15	7	11	10
LCB1	7	13	12	12
RCB2	26	5	11	7
LCB2	2	6	11	5
PS	25	6	10	6

SPECIAL TEAMS

NO.	SPEED	ABILITY	BRK TACKLES
KR	4	8	0
PR	9	13	11

WASHINGTON '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	6	10	7
QB2	12	2	6	5

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	GAMES
TB1	8	9	10	5
TB2	42	6	5	5
FB	31	4	5	3

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	18	12	5	3
FL	6	6	5	2
WR3	8	5	2	5
WR4	20	4	1	5
TE1	82	3	4	1
TE2	14	3	4	1

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	305	12	5
LG	290	9	6
C	272	9	6
RG	256	12	9
RT	279	9	6

SPECIAL TEAMS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	4	12	12	12
FS1	5	10	11	10
RCB1	15	7	11	10
LCB1	7	13	12	12
RCB2	26	5	11	7
LCB2	2	6	11	5
PS	25	6	10	6

PLAYER RATINGS

CLEMSON '81

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMMING	
QB1	3	5	8	10	11
QB2	11	0	5	3	3

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	7	10	11	9
RB2	35	10	10	3
FB	32	8	7	8

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	22	10	8	5
WR2	2	4	4	2
WR3	41	3	4	2
WR4	15	3	3	0
TE1	85	3	3	0
TE2	80	3	3	2

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	KICK BLOCKING
LT	61	234	11
LG	62	226	9
C	63	240	10
RG	70	255	10
RT	77	249	12

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	84	9	5	7
DLT	66	8	8	8
DT	12	8	8	8

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	82	10	9	11
LB2	71	11	7	12
LB3	99	14	10	13
DLB1	45	13	15	14
PLB	90	8	3	9

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	26	13	12	13
FS1	43	12	11	12
RCB1	21	10	9	10
LCB1	29	12	10	13
RCB2	28	6	7	6
LCB2	1	7	10	6
FS2	24	8	10	8

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BK TACKLES
R	18	12	4			
P	5	10	15			

OKLAHOMA '85

FAVORITE OFFENSIVE STYLE: OPTION

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMMING
QB1	4	2	4	12
QB2	18	1	9	4

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	20	7	5	8
RB2	25	8	7	3
FB	45	10	11	10

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
RE	3	7	3	3
FL	33	3	2	2
WR1	84	3	2	0
WR2	27	3	2	0
TE1	88	10	6	2
TE2	85	3	2	0

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	KICK BLOCKING
LT	63	265	12
LG	79	280	6
C	52	250	6
RG	55	261	10
RT	68	274	6

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	40	6	5	5
DLT	78	8	5	9
DT	86	4	5	6
ME	39	8	5	9

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	50	9	4	11
NC	52	11	4	10
DLB	44	14	4	14
PLB	42	7	4	8

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	13	13	13
FS1	29	11	12	13
RCB1	14	10	10	10
LCB1	7	13	13	13
RCB2	49	7	9	7
LCB2	15	7	10	6
FS2	10	10	12	10

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BK TACKLES
R	31	2	8			
P	12	12	10			

PULLMAN, WA '92

FAVORITE OFFENSIVE STYLE: PRO

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMMING
QB1	11	10	10	5
QB2	13	0	10	3

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	35	5	10	5
RB2	43	4	10	3
FB	5	4	4	0

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
RE	9	11	7	7
FL	1	10	10	10
WR1	2	10	5	5
WR2	6	8	5	4
TE1	89	6	7	6
TE2	98	7	5	6

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	KICK BLOCKING
LT	77	283	9
LG	61	256	11
C	65	275	11
RG	74	283	9
RT	78	251	9

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	48	8	5	7
DLT	66	8	8	8
DT	12	8	8	8
ME	56	8	8	8

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARNESS
LB1	19	13	5	12
DLB	40	10	15	10
LB2	31	11	11	10
PLB	56	6	4	8

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	10	10	10
FS1	10	11	9	11
RCB1	27	15	11	14
LCB1	24	9	11	11
RCB2	3	6	11	5
LCB2	35	8	9	8
FS2	16	6	10	5

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BK TACKLES
R	12	7	0			
P	28	5	4			

RALEIGH, NC '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS					DEFENSIVE LINE				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	NO.	SPEED	TACKLING	ABILITY	PURSUIT
QB1	17	6	11	3	3	95	7	4	6
QB2	12	1	7	5	3	90	7	5	8
RUNNING BACKS					LINEBACKERS				
NO.	SPEED	AGILITY	BREAK TACKLES	HANDS	NO.	SPEED	TACKLING	ABILITY	AWARNESS
RB1	24	10	11	5	6	48	11	3	12
RB2	45	5	6	4	5	35	6	6	6
FB	33	9	7	8	3	34	7	6	6
RECEIVERS					DEFENSIVE BACKS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
WR1	19	6	5	3	6	3	9	10	9
FL	6	3	4	2	15	12	10	12	12
WR3	10	8	4	2	32	8	9	7	8
WR4	35	3	4	2	20	11	11	10	11
TE1	87	4	4	1	67	7	5	5	5
TE2	81	3	4	1	27	5	10	2	5
OFFENSIVE LINE					SPECIAL TEAMS				
NO.	WEIGHT	PASS BLOCKING	BUN BLOCKING	NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY
LT	60	272	10	7	13	11	6	24	10
LG	71	267	10	7	37	9	4	19	10
C	54	255	10	7					11
RG	75	278	10	7					7
RT	69	233	10	7					

KANSAS '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS					DEFENSIVE LINE				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	NO.	SPEED	TACKLING	ABILITY	PURSUIT
QB1	18	5	6	10	10	96	7	6	8
QB2	12	0	0	4	4	93	4	8	5
RUNNING BACKS					LINEBACKERS				
NO.	SPEED	AGILITY	BREAK TACKLES	HANDS	NO.	SPEED	TACKLING	ABILITY	AWARNESS
RB1	26	10	9	10	6	35	11	7	12
RB2	2	7	7	7	52	7	6	8	8
FB	33	7	1	8	7	12	10	11	11
RECEIVERS					DEFENSIVE BACKS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
WR1	5	7	0	2	3	22	12	9	12
WR2	81	5	3	0	4	18	10	11	10
WR3	82	3	3	0	3	3	10	8	7
WR4	6	3	0	0	38	10	10	10	10
TE1	1	5	0	2	47	4	11	4	4
TE2	92	3	0	0	45	3	10	4	3
OFFENSIVE LINE					SPECIAL TEAMS				
NO.	WEIGHT	PASS BLOCKING	BUN BLOCKING	NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY
LT	76	286	7	5	31	15	12	21	10
LG	68	235	7	5	31	15	2	1	8
C	75	215	7	5					3
RG	69	286	7	5					
RT	74	300	11	9					

HAWAII '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS					DEFENSIVE LINE				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	NO.	SPEED	TACKLING	ABILITY	PURSUIT
QB1	3	2	5	10	11	99	6	7	7
QB2	11	0	5	3	3	95	8	9	8
RUNNING BACKS					LINEBACKERS				
NO.	SPEED	AGILITY	BREAK TACKLES	HANDS	NO.	SPEED	TACKLING	ABILITY	AWARNESS
RB1	30	11	11	12	3	45	7	3	7
RB2	1	5	7	6	51	6	4	5	4
FS	38	8	8	8	12	6	6	8	7
RECEIVERS					DEFENSIVE BACKS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
WR1	80	3	4	2	81	22	10	6	1
WR2	87	11	4	2	9	7	8	8	7
WR3	23	11	2	1	25	8	5	8	8
WR4	19	3	3	0	32	5	8	5	5
TE1	15	3	3	0	35	5	7	3	5
TE2	4	3	3	0	31	5	7	3	5
OFFENSIVE LINE					SPECIAL TEAMS				
NO.	WEIGHT	PASS BLOCKING	BUN BLOCKING	NO.	RANGE	ACCURACY	NO.	SPEED	AGILITY
LT	73	281	7	6	7	15	5	21	10
LG	70	285	7	6	7	15	2	1	8
C	68	279	7	6	7	15	11	10	7
RG	57	280	11	10	7	15	8	8	3
RT	53	250	7	6	7	15	12	10	7

PLAYER RATINGS

PITT '80

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMBLING
OB1	13	5	11	3
OB2	8	5	7	5

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	34	5	9	7
TB2	12	5	4	9
FB	40	10	9	7

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	4	11	6	5
FL	32	15	8	6
WR3	80	4	8	2
WR4	16	4	4	2
TE1	84	7	5	5
TE2	82	8	6	3

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LF	75	12	9
LG	61	240	8
C	59	251	11
RG	70	267	8
RT	73	282	10

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	87	14	11	14
DT	65	11	9	11
DT	76	9	6	9
RE	93	15	11	15

LINEBACKERS

NO.	SPEED	DODGING	ABILITY	AWARNESS
LBW1	14	14	10	13
LBW2	68	14	10	14
LBW3	58	11	7	10
PLB	50	8	4	9

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
RB	48	12	12	12
FB1	8	10	9	10
RCB1	3	13	12	13
LCB1	23	14	12	14
WCB2	26	7	5	7
LCB2	9	7	10	8
FS2	14	7	9	7

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	DRK TACKLES
R	1	13	11	4	4	0
P	16	4	5	8	8	5

LOS ANGELES '82

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMBLING
OB1	14	11	8	6
OB2	10	0	7	3

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	24	7	7	6
TB2	5	8	7	6
FB	45	6	7	6

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	11	9	5
FL	26	12	6	6
WR3	18	5	4	2
WR4	8	10	5	2
TE1	94	9	8	5
TE2	97	3	5	5

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LF	71	241	10
LG	58	261	10
C	59	259	12
RG	60	243	10
RT	67	254	11

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	15	7	3	6
DT	40	10	10	10
RE	69	6	5	7

LINEBACKERS

NO.	SPEED	DODGING	ABILITY	AWARNESS
LBW1	39	10	6	11
LBW2	86	6	5	6
LBW3	72	9	11	10
RBW	33	9	5	6
PLB	41	8	4	7

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	25	5	7	6
FB1	10	10	10	5
RCB1	35	10	8	10
LCB1	21	11	8	11
WC2	29	5	6	5
LCB2	2	3	7	3
FS2	20	4	6	4

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	DRK TACKLES
K	25	14	7	4	4	10
P	17	13	2	8	6	3

TEXAS '81

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMBLING
OB1	15	3	5	4
OB2	16	1	8	5

RUNNING BACKS

NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	24	12	11	13
TB2	45	10	11	9
FB	44	8	7	7

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	1	4	3	2
WR2	11	6	4	1
WR3	21	3	2	1
WR4	85	1	0	2
TE1	67	1	0	1
TE2	61	1	0	4

OFFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LF	70	250	8
LG	74	250	4
C	54	250	8
RG	66	241	4
RT	79	254	10

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	93	12	8	12
DT	77	13	12	14
DT	90	7	7	10
RE	31	14	11	13

LINEBACKERS

NO.	SPEED	DODGING	ABILITY	AWARNESS
LBW1	51	13	9	14
LBW2	48	14	13	15
LBW3	60	13	11	13
PLB	53	8	4	7

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	28	10	10	10
FB1	36	13	12	14
RCB1	2	12	12	12
LCB1	41	13	10	13
WC2	5	9	10	9
LCB2	8	8	11	10
FS2	46	8	10	6

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	DRK TACKLES
K	9	10	4	4	4	5
PR	95	13	12	8	8	5

SYRACUSE '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMMING
QB1	5	8	10	5
QB2	11	0	8	5

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	33	9	10	8
RB2	44	7	6	4
FB	38	7	6	3

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	45	13	7	4
WR2	33	10	4	3
WR3	25	9	4	2
WR4	62	9	4	2
TE1	84	10	6	4
TE2	88	3	3	1

DEFENSIVE LINE				
NO.	HEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	65	278	10	7
LG	69	288	10	7
C	75	271	10	7
RG	68	310	14	11
RT	79	286	10	7

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	98	5	6	5
NG	50	10	12	9
RE	72	7	7	8

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARNESS
DLB1	95	10	4	10
DLB2	79	9	12	10
ULB1	57	6	6	6
ULB2	83	11	12	12
PLB	90	6	7	5

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
DB1	27	12	8	12
FB1	18	11	8	12
DB2	26	6	9	8
FB2	9	9	8	9
DB3	10	5	7	6
FB3	3	6	7	5
DB4	8	5	7	6
FB4	6	5	7	4

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
R	1	10	5	12
P	4	13	10	8

STANFORD '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMMING
QB1	18	7	11	4
QB2	7	0	5	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	5	11	11	8
RB2	33	8	6	7
FB	26	5	4	9

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	81	5	7	4
WR2	20	10	6	5
WR3	84	9	5	3
WR4	69	3	1	2
TE1	85	6	4	2
TE2	87	3	4	3

DEFENSIVE LINE				
NO.	HEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	76	290	9	5
LG	50	281	13	10
C	74	280	13	10
RG	65	300	14	11
RT	75	301	9	6

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	60	8	5	8
WT	72	7	5	7
RE	51	9	6	9

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARNESS
DLB1	29	14	8	13
DLB2	36	11	5	12
ULB1	59	10	8	9
ULB2	42	13	10	13
PLB	95	8	6	8

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
DB1	16	10	8	10
FB1	17	7	13	13
DB2	41	15	11	15
LCB1	21	14	12	13
LCB2	8	12	12	6
LCB3	10	7	12	7
FB2	15	6	12	6

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
R	5	9	11	12
P	5	13	13	12

COLLEGE STATION, TX '92

FAVORITE OFFENSIVE STYLE: OPTION				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCAMMING
QB1	4	3	7	4
QB2	10	2	6	4

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
TB1	27	10	11	10
TB2	20	9	8	4
FB	32	8	6	4

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	3	12	4	2
FL	18	4	3	3
WR3	2	3	2	0
WR4	61	10	4	4
TE1	85	4	4	1
TE2	88	3	3	0

DEFENSIVE LINE				
NO.	HEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	75	284	7	5
LG	52	274	10	8
C	68	270	11	9
RG	51	279	12	10
RT	67	257	7	5

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	95	8	6	5
NG	50	10	12	8
RE	72	7	7	8

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARNESS
DLB1	95	14	8	13
DLB2	79	11	5	12
ULB1	57	10	8	9
ULB2	42	13	12	11
PLB	90	6	7	8

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
DB1	27	10	8	10
FB1	29	7	11	10
DB2	51	11	9	11
LCB1	31	14	10	13
LCB2	24	8	10	6
LCB3	21	9	11	7
FB2	5	5	10	5



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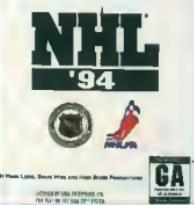
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